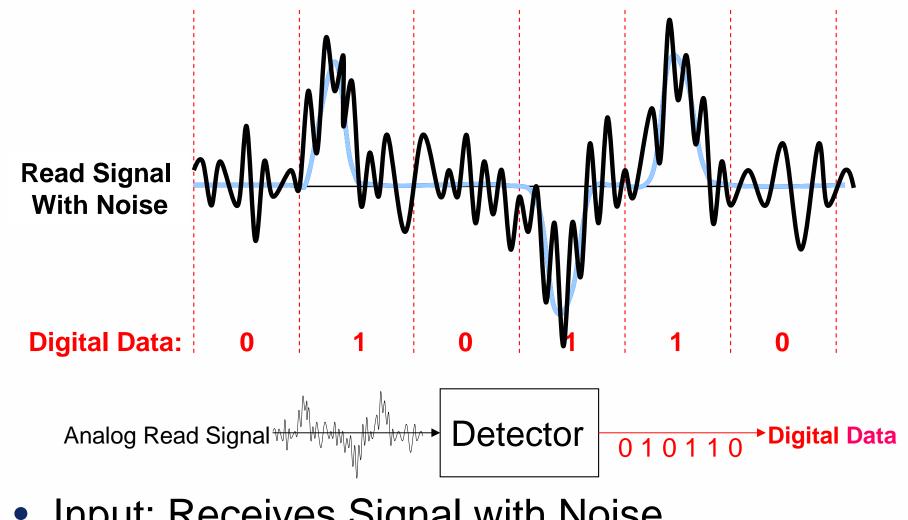
#### Detectors

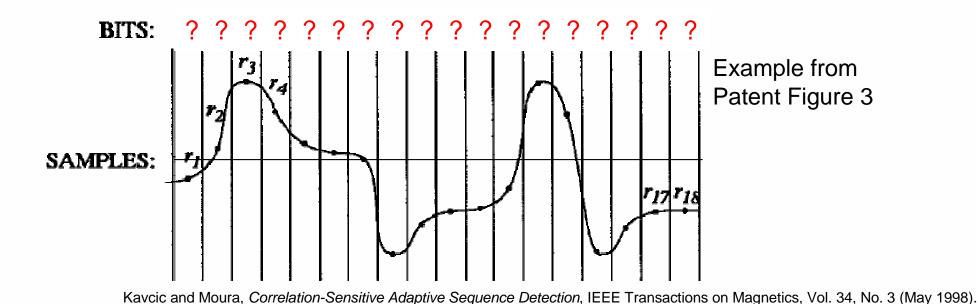


- Input: Receives Signal with Noise
- Output: Digital Data

### Two Types of Detectors

- Peak Detectors
  - Identifies peaks in signal
  - Simple and fast detector
- Sequence Detectors
  - Analyzes a sequence of consecutive data
  - Flexibility for addressing noise
  - Can require complex math & statistics

### Signal Samples

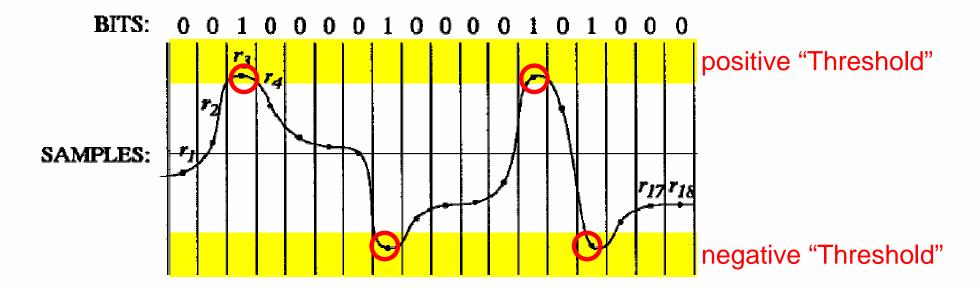


Detectors find data bits from signal samples

"Signal sample" means "a value of a signal at a certain point in time."

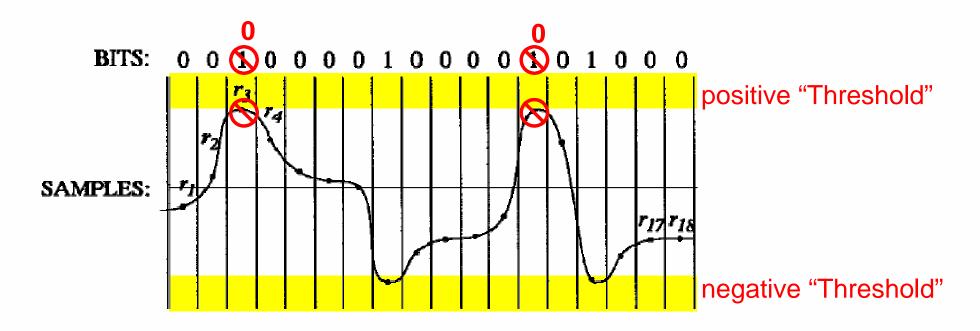
Joint Agreed Claim Terms (Dkt. 74)

#### Peak Detector



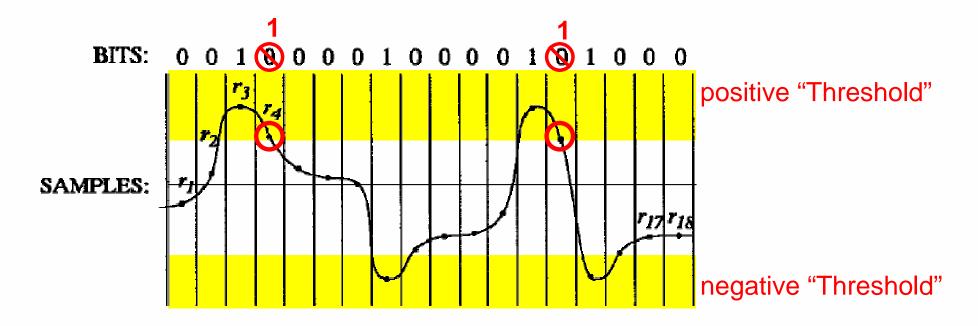
- Samples past "Threshold" are 1's
- Samples under "Threshold" are 0's

#### Peak Detector: Problems



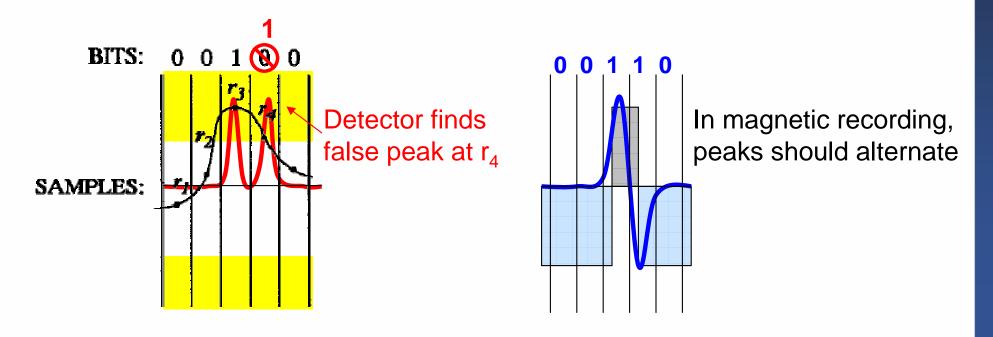
- Peaks may be missed
- Occurs if peak does not reach "Threshold"

# Peak Detector: Problems



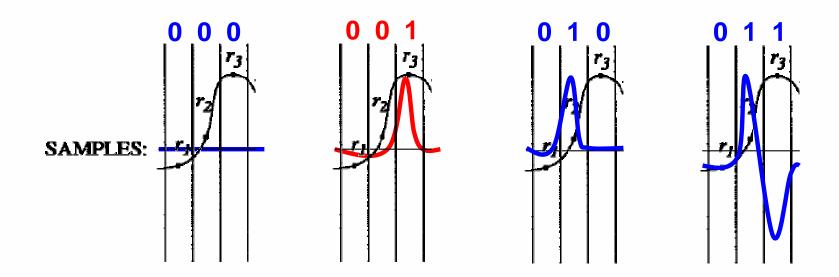
- False peaks may be detected
- Occurs if peaks are too wide

### Peak Detector: Problems



- False peak inconsistent with magnetic recording
  - Magnetic transitions reverse direction
  - Peaks should alternate from positive to negative
- A <u>sequence detector</u> can address these problems

### What is Sequence Detection?

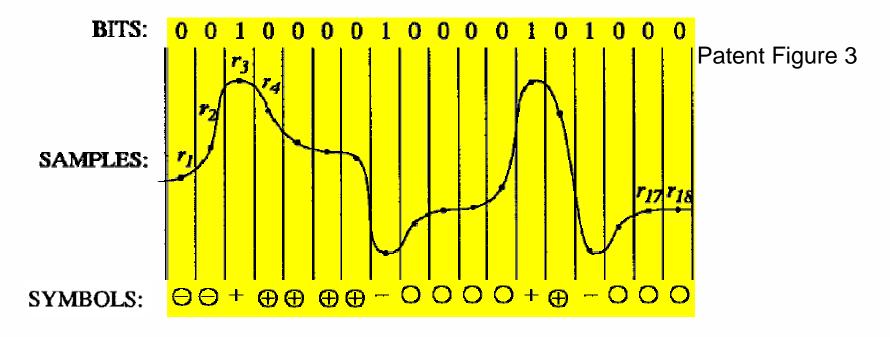


- Finds the <u>best sequence</u> to match the samples
  - Only considers possible sequences
  - Uses rules based on magnetic recording

"Sequence detection" means "detection of a sequence of symbols."

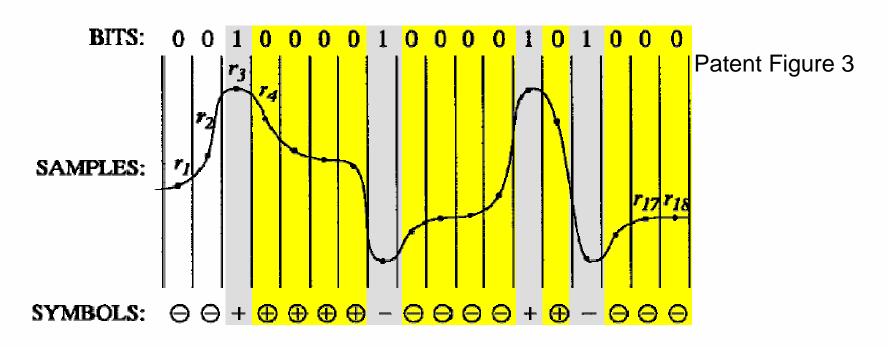
Joint Agreed Claim Terms (Dkt. 74)

Detector translates signal samples to symbols



+ : a positive peak
⊕ : a zero after a positive peak
- : a negative peak
⊕ : a zero after a negative peak

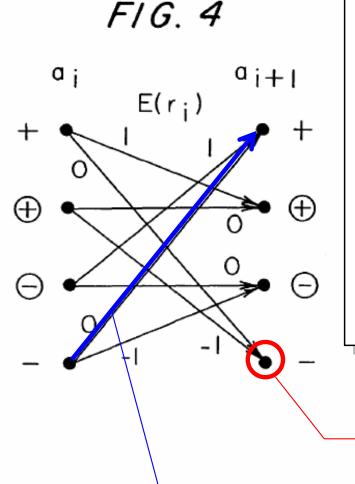
### Rules Govern the Sequence of Symbols



+ and – must alternate
- follows + or ⊕
+ follows – or ⊕
⊕'s follow a +
⊕'s follow a –

# Trellis Diagram (Patent Figure 4)

Rules can be shown in a Trellis



"Trellis" means "a graphical representation of the progression of states of a communications channel in time, wherein states are depicted as nodes and potential transitions between states are depicted as lines or arrows."

"Branch" means "a potential transition between two states (nodes) immediately adjacent in time in a 'trellis.'"

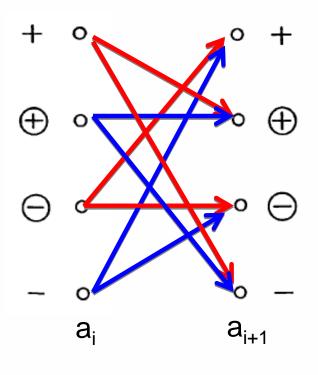
Joint Agreed Claim Terms (Dkt. 74)

State (node)

Transition ("Branch")

## Trellis Diagram Rules

#### Branches:



- ⊕ must follow ⊕ or +
- → must follow → or –
- must follow ⊕ or +